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IC INTERCOMPUTER INC. T.M.

HARDWARE & SOFTWARE PACKAGES
Make the Most of Your
TIMEX SINCLAIR 1000
and SINCLAIR ZX81
Computers

© 1983

EDUVENTURE I
(Grades K-3)

What greater reward can there be for a young school child than RECESS? This EDUVENTURE, designed for grades K-3, requires the child to progress through a variety of "classrooms," encountering a new problem, puzzle or educational game in each. Upon successfully making it through all the classes, the child reaches RECESS and a surprise finish.

#ED3001
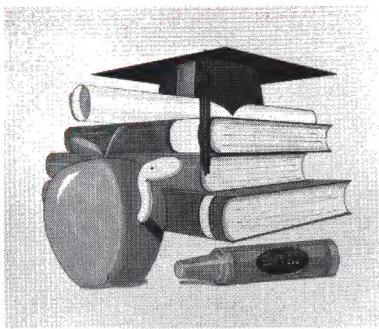
EDUVENTURE II
(Grades 4-6)

The older child, grades 4-6, is ready for greater stimulation of the mind than was possible in EDUVENTURE I. Solving this adventure requires skill and knowledge in a variety of academic areas. The child plays the game — and increases the speed of his thinking as he tries to avoid the worst of disasters: The Principal's Office. **#ED3002**

EDUVENTURE III
(Grades 7-9)

Junior High School age children are constantly trying to outsmart their teachers. Here is an EDUVENTURE that allows them the opportunity to try. They move from class to class, being presented in each with a new situation which can be solved by applying their knowledge and skill. BUT — quick thinking can lead to a shorter solution which (if correct) will bring a greater reward. Be careful — an unsuccessful attempt to outwit the teacher can have disastrous results! **#ED3003**

## EDUVENTURE IV
(Grades 10-12)

Even the sharpest mind will be severely tested trying to negotiate this maze of difficult situations. Each one is different, requiring the application of the student's knowledge along with the insight to apply unusual solutions to unusual problems. The EDUVENTURE expands upon classroom learning and requires real insights. The reward is worth the effort — graduation and (if you have a printer) a real diploma. **#ED3004**

All programs require 16K RAM (unless otherwise noted) and are recorded twice, once on each side of the cassette.

INTERCOMPUTER, Inc., presents a full line of software and peripherals for Timex-Sinclair computers.

At the present time, INTERCOMPUTER is concentrating on the production of software, in the areas of entertainment, home management, education and business; as well as peripherals for the Timex-Sinclair 1000. INTERCOMPUTER will also be serving the users of the Timex-Sinclair 2000, which will be introduced to the U.S. market in the near future.
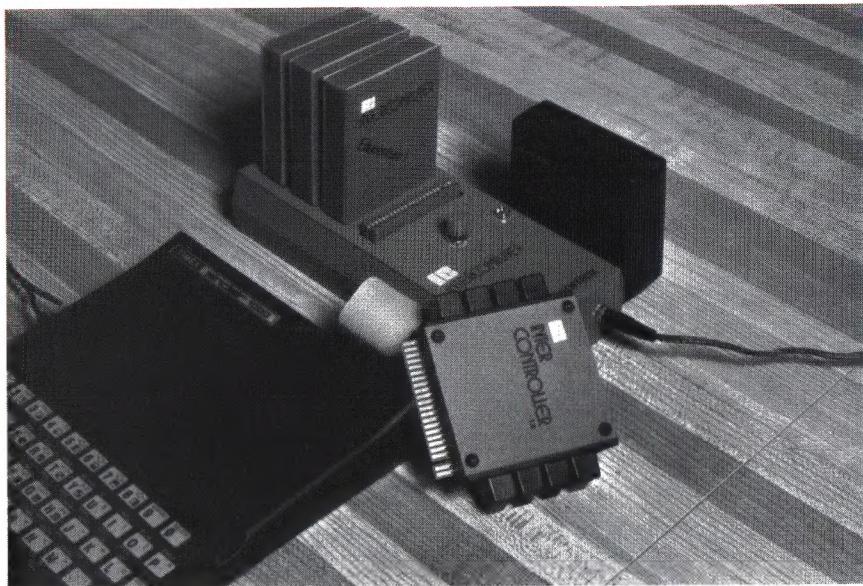
Expand the use of your TIMEX SINCLAIR 1000

INTERCONTROLLER™
Makes Your Life a Little Easier

Puts your Timex Sinclair 1000 to work around the clock and does any number of tasks for you automatically (turns on/off your lights, motors, waters your lawn . . . .) Just plug INTERCONTROLLER™ into your computer and program each of the unit three switches individually. The INTERCONTROLLER™ is software programable time intervals from fractions of seconds to days. You can connect up to four INTERCONTROLLER™ units to your computer if you have a SOFTBOX™.

- 115V @ 2.7A per switch
- Expandable to higher power ratings   **#PL7013**

SOFTBOX™

This modular box contains four gold plated, software selectable connectors which can hold any combination of INTERCONTROLLER™ units or software CARTRIDGES. The SOFTBOX™ has a DC power input jack, an on-off switch, and an LED indicator, providing a better alternative for powering on/off your computer and peripherals eliminating overloading problems. Additional peripherals, such as extra memory can be attached on the back of the SOFTBOX™.
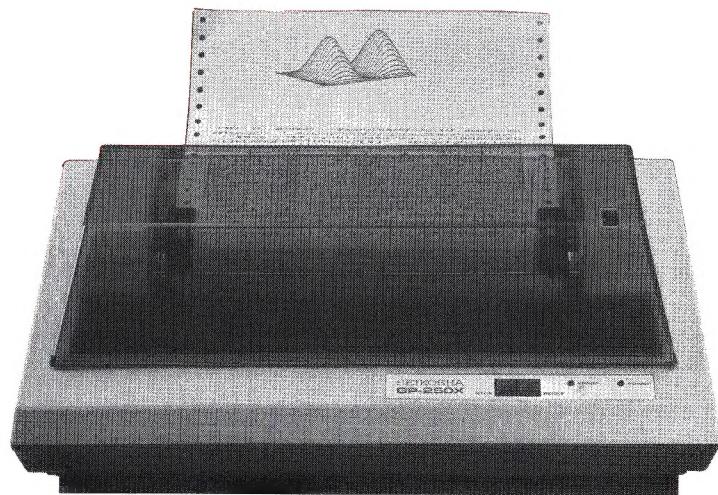
#PL7012

CARTRIDGES
Don't Wait For Cassette Based Programs To Load

Many Intercomputer programs are also available on solid state cartridges. Just plug a cartridge directly into your TS 1000 or if you have a SOFTBOX™, connect up to four cartridges to your computer at a time and enjoy having instant and easy access to your favorite program. **#CS1001**

SEIKOSHA GP100

The Seikosha GP100 uses a 5x7 dot matrix printing format with ASCII standard upper and lower case character set. Printing speed is 30 characters/second with a maximum width of 80 characters. Character spacing is 10 characters/inch with line spacing of 6 lines/inch or 9 lines/inch. The printer uses standard fanfold paper up to 9½ inches wide. The GP100 utilizes a standard parallel interface (Centronics compatible). **#PL7008**

SEIKOSHA GP250

The GP250 is also manufactured by Seikosha, the leading company of the Seiko group. It uses a 5x8 dot matrix printing format with ASCII standard upper and lower case character set. Printing speed is 50 characters/second with a maximum width of 80 characters. Character spacing is 10 characters/inch. The GP250 also uses paper up to 9½ inches wide. The printer utilizes either standard parallel Centronics interface or serial (RS232, DIN connector) interface. **#PL7009**

MEMOPAK RS232 INTERFACE allows the Sinclair to communicate along industry standard lines with other computers and peripherals, including modems. The design accommodates software selection for BAUD rates between 110 and 19,200 BAUDS. It enables the Sinclair to be used with a wide range of dot matrix and daisy wheel printers (printers which accept serial RS232 input). It is fully compatible with Sinclair BASIC. The printer is activated by the BASIC commands LLIST, LPRINT and COPY. The resident software in the unit gives the ASCII set of characters. The interface allows for a full 80 column print capability. Lower case characters can be printed by using the inverse character set. **#PL7006**

PRINTER INTERFACE CABLE

Five feet long flat ribbon cable with sufficient connectors at both ends for connecting printer to the interface. **#PL7010**

KRAZY KONG

All machine code version of the popular arcade game. This program has all the features of the original and is every bit as fast. You are trying to go up the ladders and save little Jane. Avoid being hit by drums Kong throws at you.

Once you get to Jane, the screen changes. Now crash the support to conquer the Kong. You score points as you progress. **#FG1013**

RETURN FROM SPACE

In this challenging game, you enjoy travelling in the mysterious outer galaxies. You are returning from space after a long journey. Your fuel supply is limited and you must reach earth and land in the net within five rounds. You must use the control system of your spaceship to avoid hitting the stars. If you hit one, the spaceship will be destroyed and you'll be killed, hundreds of light years from earth. Watch out and have fun. **#FG1001**
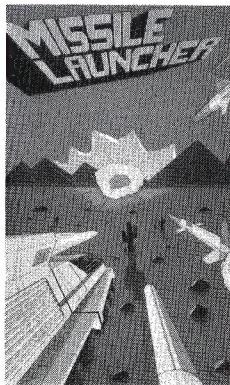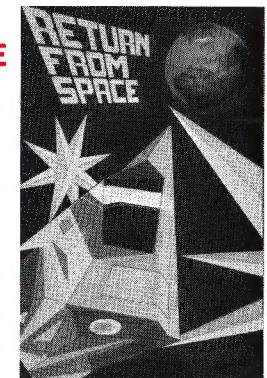
MISSILE LAUNCHER

Your goal is to destroy the enemy's ammunition, which is stored in five different locations. You have 15 missiles to launch at these targets. You win one point for hitting a target, and two bonus points for totally destroying it. The destructive power of your missiles increases after each firing. Use "Ø" to fire. Perfect score is 25. Good luck. **#FG1002**
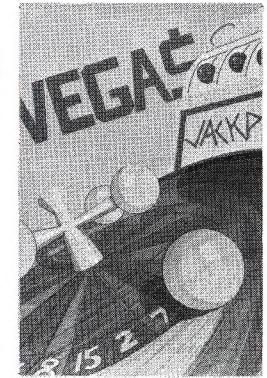
VEGAS

VEGAS offers a Roulette wheel and a slot machine. Roulette can be played by one or two players. Select a number from 1 to 32 and place a bet (maximum $1000). The payoff is 20 to 1 for a correct number, and 2 to 1 for a number in the same row or column as the winning number.

The slot machine takes $1 bets. The jackpot pays $25, and two of a kind pays $2. The $ sign is wild. All instructions are given as needed. Get rich! **#FG1004**

All programs require 16K RAM (unless otherwise noted) and are recorded twice, once on each side of the cassette.
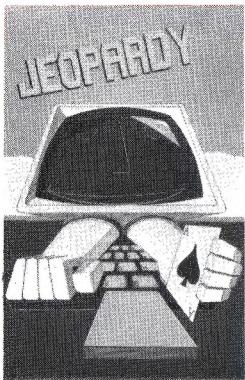
JEOPARDY

Do you have a good memory? If so, check it with this game. In Jeopardy, you are dealt 45 cards, face up, including one wild card. Before seeing the cards, you must pick the number of matched pairs needed to win. You are given several seconds to look at the cards and remember as many matching pairs as you can before the cards are turned over. The object of the game is to equal your chosen score. Your score is displayed at the bottom of the screen. See if your memory improves as you play this game.

#FG1003
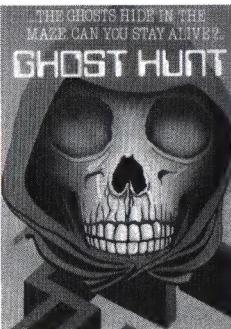
GHOST HUNT

Gobble your way through a maze of ghosts, power pills, pills, etc. . . . chomp your pills to keep running and eat a power pill to make a meal out of the ghosts. Get the ghosts before they get you. Very fast.
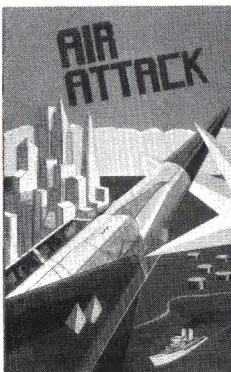
#FG1014

DEMOLISHER

If you want a real challenge, DEMOLISHER is for you. In this exciting game, the object is to demolish a growing wall before it crushes you. Gain points by hitting the correct blocks. Lose points by hitting the wrong ones. This requires a careful strategy, and you select the level of difficulty. Warning . . . this game may be habit forming.   **#FG1005**

AIR ATTACK

Have you ever imagined being the pilot of a bomber, bombing a port city and a battleship? Well, you can do it now. Play this game, and test your skill. You command three bombers, and you are attacked by the battleship and a hidden missile launcher in the port city. Your only chance of survival is to destroy the battleship and the city. Play alone, or with friends. You lose when all three of your bombers are destroyed. Use "∅" to drop a bomb.   **#FG1006**

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MEMOPAK HIGH RESOLUTION GRAPHICS

contains a 2K EPROM monitor, holding a full range of graphics subroutines which can be called up either by BASIC USR function or by machine code. The addition of the Memopak HRG offers your Sinclair fully programmable high resolution capabilities (192x248 pixels). The number of video pages is limited only by your RAM size (each video page requires approximately 6.5K of RAM). Each video page is both memory and bit mapped and can be located anywhere in the available RAM.

Accessing the video page is similar to PLOT and UNPLOT commands in BASIC. One video page can be superimposed on another by software switching. Inverse video can be switched-in instantly. By switching inverse video on and off, flashing characters and numerals can be obtained.

#PL7007

MEMOPAK CENTRONICS PARALLEL INTERFACE

enables the Sinclair to be used with a wide range of dot matrix and daisy wheel printers (printers which accept centronic parallel input). It is fully compatible with Sinclair BASIC. The printer is activated by the BASIC commands LLIST, LPRINT and COPY. The resident software in the unit gives the ASCII set of characters. The interface allows for a full 80 column print capability. Lower case characters can be printed by using the inverse character set.

#PL7005

MEMOPAK KEYBOARD WITH INTERFACE is a pro-

fessional high quality standard (typewriter) keyboard, with Sinclair legends. The keyboard is housed in a well-engineered and elegant enclosure. The interface is buffered and housed in a Memopak case, which plugs directly into the back of the Sinclair and does not inhibit the use of further add-on units.

#PL7011

COMING SOON software and peripherals for the colorful **ZX SPECTRUM/TIMEX SINCLAIR 2000.**

MEMOPAK 64K RAM

extends the memory of the Sinclair to a full 64K. It is neither switched nor paged and is directly address-able. The unit accepts such BASIC commands as 10 DIM A(9000). It plugs directly into the back of the Sinclair and does not inhibit the use of a printer or other add-on units. Furthermore, programs written for a 16K pack will run un-altered on the Memopak 64K.

The Memopak 64K contains a full 64K of RAM (and this can be used, in principle, by other Z80 processors).

#PL7004

MEMOPAK 32K RAM will

offer your Sinclair a full 32K of directly addressable RAM. It is neither switched nor paged and enables the user to execute longer and more sophisticated programs and to hold an extended data base.

Like the Memopak 64K RAM, the Memopak 32K will not inhibit the use of a printer, or other add-ons, but more importantly it can also accept additional memory, such as the Sinclair 16K RAM. By joining the Memopak 32K RAM with a Sinclair 16K RAM or Memopak 16K RAM, a full 48K of RAM becomes available.

#PL7003

MEMOPAK 16K RAM offers

a versatility not found in other 16K packs, including the one directly available from Sinclair. The Memopak 16K can accept further memory units, either Sinclair's 16K or a second Memopak 16K or a Memopak 32K plugged "piggy-back" fashion to provide a full 32K or 48K RAM respectively. Like the 64K and the 32K Memopaks, the 16K Memopak can also accept other add-on peripherals.

#PL7002

Printer Interface — Memopak RAM

High Resolution Graphics

MEMOCALC

Software on plug-in EPROM cartridge. (16K to 64K RAM). The screen display behaves as a "window" onto a large sheet of paper, upon which a table of numbers has been laid out. The maximum size of the table is determined by the memory capacity, and with a MEMOPAK 64K a table of up to 250 rows or 99 columns containing up to 7,000 numbers can be specified. Each location in the table can contain either a number which is keyed in, or a formula which generates a number. Every time the command to "calculate" is given, all the formulae in the table are re-evaluated. This powerful tool has been general-ized to perform iterative calcula-tions and is invaluable in the performance of numerical tasks.
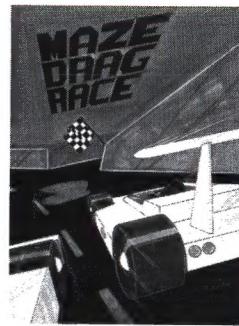
#BS200C

GUARD THE PRESIDENT

The object of the game is to protect the President's life as he speaks to huge crowds on his foreign tour. You control two bodyguards who must detect and shoot terrorists in the crowd. Your reflexes must be swift in order to preserve the life of the President as well as your own, without hurting innocent people.

#FG1007
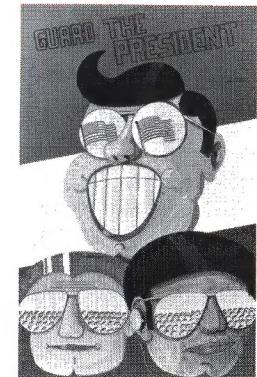
MAZE DRAG RACE

If you like driving in a hazardous maze, this game is for you. You are speeding in a racing car through a maze nine times the size of the TV screen. You can drive in four directions. Pick up points as you go but watch for other attacking cars, oily and icy roads, and rocks in your way. A really superb machine code game. **#FG1015**

SUBMARINE

Take the challenge of being the commanding officer of the U.S.S. Subfinder. Intelligence has reported that there are five enemy subs off our coast. You must find and destroy them. You can track them down with your sonar. Once you drop a mine, they will know your location and will fire torpedoes. You have ten mines; don't waste any . . . If you run out, you're a sit-ting duck. You can use the sonar three times for each sub. Good luck! **#FG1011**

COMBO PACK I contains RETURN FROM SPACE and MISSILE LAUNCHER. **#FG1008**

COMBO PACK II contains VEGAS and JEOPARDY. **#FG1009**

COMBO PACK III contains DEMOLISHER and AIR ATTACK. **#FG1010**

COMBO PACK IV contains GUARD THE PRESIDENT and SUBMARINE. **#FG1012**

All programs require 16K RAM (unless otherwise noted) and are recorded twice, once on each side of the cassette.

BILL ORGANIZER

This program will enable you to keep track of all your bills. It will store due dates, amounts due, minimum payments, finance charges and actual date and amount of payment. You can use the computer to schedule your payments since it will organize your bills by the date they are due. It also summarizes and totals all bills from the same vendor, so you can know your annual electric costs (for instance) at the end of the year. Tax deductible finance charges are also totaled for you. (A printer will allow you to produce permanent records.)

#HM5001

CHECK BOOK MANAGER

This program does more than substitute for your checkbook register. It enables you to find any check quickly when a question arises. It will allow you to find, list and total all checks to any payee at the touch of just a few keys. If you have a printer, you can even have the computer write the checks for you.

#HM5002

ADDRESS BOOK

This program will store your entire address and phone list for you. It will allow you to retrieve a listing from partial (half-remembered) information. You can add, change or delete names easily. With a printer attached you can print the entire list in alphabetical or zip code order. You can also print mailing labels in either order. If you code your entries for special purposes (i.e., Christmas card list) you can print names selectively by code. **#HM5003**

OCCASION CALENDAR

This program will keep track of birthdays, anniversaries, meetings and all other special events. You can check ahead a day, week or month at a time and not miss any occasions that might otherwise have slipped your mind. You can even record special notes, such as gift preferences, which will appear alongside each listing on your calendar. **#HM5004**

All programs require 16K RAM (unless otherwise noted) and are recorded twice, once on each side of the cassette.

QSAVE

QSAVE is a package which we believe will revolutionize your programming. If you have felt the frustration and boredom normally experienced while waiting up to seven mintues for programs to load or save then you need QSAVE.

QSAVE also helps cure the worry about losing programs through unexpected crashes—using QSAVE's high speed saving feature you can afford the time needed to regularly save long or unfinished programs.
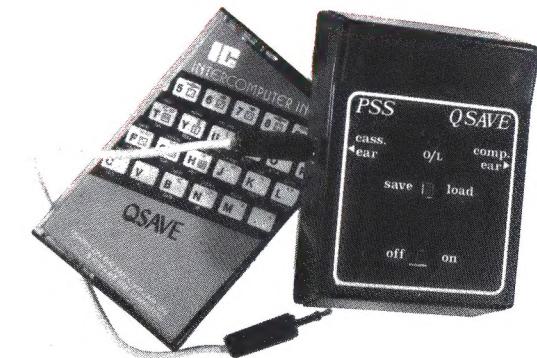
Load/save your programs 16 times faster on Timex Sinclair 1000 with QSAVE, the fast one.

QSAVE works by increasing the baud rate of your TIMEX-SINCLAIR 1000 from 250 to approximately 4000 which makes the whole idea transfer process much quicker. This means that 16K loads or saves in only 29 seconds.

The package comes in two parts:
(1) SOFTWARE — This is responsible for raising the baud rate. It is a machine code routine some 374 bytes long containing 3 functions: Load, Save and Verify.

(2) HARDWARE — A two stage amplifier/filter is supplied to be used in conjunction with the software. This small unit is simply plugged between your recorder and computer using the leads supplied. The filter "cleans up" the signal from your recorder ensuring that the package will work on any machine. QSAVE works with 16K as well as 64K RAM **#PL7001**

MCODER

MCODER is the first compiler for the TIMEX SINCLAIR 1000 and SINCLAIR ZX81 Computers. Give your BASIC programs the speed of machine language programs by running them in compiled form. Simply write and debug your BASIC program and run it through MCODER. You will see it compiled on the screen and have the machine language version upon completion.

#PT4001

STOPPER

No doubt you have felt the frustration of not being able to see the listing or to make backup copies of machine code programs. Intercomputer STOPPER ends this frustration and enables you to break through any machine code software you want, list the program on the screen, save it on another tape, or print it if you have a printer. Simply load STOPPER and your program into your TS 1000 and follow instructions. Once loaded STOPPER stays in your computer and you may use it for other programs. **#PT4002**

TITLE	MODEL#	PRICE
EDUVENTURE I	ED3001	$12.95
EDUVENTURE II	ED3002	12.95
EDUVENTURE III	ED3003	12.95
EDUVENTURE IV	ED3004	12.95
KRAZY KONG	FG1013	12.95
RETURN FROM SPACE	FG1001	12.95
MISSILE LAUNCHER	FG1002	12.95
VEGAS	FG1004	12.95
JEOPARDY	FG1003	12.95
GHOST HUNT	FG1014	12.95
DEMOLISHER	FG1005	12.95
COMBO PAK I	FG1008	18.95
COMBO PAK II	FG1009	18.95
MAZE DRAG RACE	FG1015	12.95
BILL ORGANIZER	HM5001	14.95
CHECK BOOK MANAGER	HM5002	14.95
ADDRESS BOOK	HM5003	14.95
OCCASION CALENDAR	HM5004	14.95
QSAVE	PL7001	37.95
MCODER	PT4001	18.95
STOPPER	PT4002	18.95
MEMOPAK 64K RAM	PL7004	149.95
MEMOPAK 32K RAM	PL7003	99.95
MEMOPAK 16K RAM	PL7002	49.95
MEMOCALC	BS200C	59.95
MEMOPAK HRG	PL7007	99.95
MEMOPAK CPI	PL7005	74.95
MEMOPAK KEYBOARD WITH INTERFACE	PL7011	99.95
SEICOSHA GP100	PL7008	349.00
SEICISHA GP250	PL7009	399.00
MEMOPAK RS232	PL7006	99.95
PRINTER INTERFACE CABLE	PL7010	19.95
SOFTBOX	PL7012	59.95
INTERCONTROLLER	PL7013	34.95
TAI	FG1016	12.95
HOOPER	FG1017	12.95
FLEXIBLE RIBBOBN	PL7016	17.95
MEMOTEXT	PL7014	49.95
MEMOASSEMBLER	PL7015	49.95
ZXAD TWO PASS ASS.	PT4003	18.95

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Model No.	Qty.	Unit Price	Total
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Mass. Resident Add 5%			
Shipping & Handling for MEMOTECK & QSAVE $4.95			
Shipping & Handling for Printer $9.95			
TOTAL			

☐ I've enclosed a check or money order in the amount of $_____

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